

***Every Soldier has a Story* Session Outline**

- Introductions
- Introduction to ancient Greece: 2 x map slides.
- Illustration of phalanx and hoplite slide.
- Open question: Evidence – how people know anything about ancient warfare?
- Today – focus on vases. Vases as evidence for ancient warfare.

Vases as evidence for combat: 4 x combat scenes.

What can we work out about ancient warfare from these? (e.g. use of shield, spear, helmet)

Vases as evidence for non-combat military activity: 1x leave-taking slide; 1 x race in armour; 2 x game-playing.

- Introduction to Panoply animation project – animations made from the scenes on vases.
- Watch *Clash of the Dicers* (uses vase featured in last slide).
- Watch *Well-Wishers* (uses vase image recently shown)
- Introduction to the *Every Soldier has a Story* project. Soldiers' lives.

1x map slide (vase is from Euboea), c.550. a lekane. Once had a lid.

1 x Ure Museum Citizenship Case slide.

1 x close-up of the combat scene slide. What can we tell about equipment from this?

1 x equipment detail slide

- Watch *Hoplites! Greeks at War*.
- You know a lot about ancient warfare: let's add some personality....

[question sheet slide x 2] [2 x examples mid-activity]

Task: To create hoplite character, using questions as a prompt;. Then create a story and storyboard for their hoplite. (This can be a new story, or a what-happens-next from the trailer).

- Talk about storyboards: Plan story first. Key image plus text. Plan shots (e.g. close-ups, movement directions, full vase shots etc.)
- Look at example storyboards [1 x Simpsons]. [5 from *Hoplites*]. [2 by teenage project participant (text absent)]
- Pupils create stories and storyboards [leave vase slide on-screen]
- Discuss work as a group.